



This Record Certifies that

Played by _____
Player _____ RPGA # _____

Has Completed

SHE6-05 Into the Unknown

A Sheldomar Valley Metaregional Adventure Set in the County of Ulek



Play Notes:

- ☐ Gained a level
- ☐ Lost a level
- ☐ Ability Drained _____
- ☐ Died
- ☐ Was raised/res'd
- ☐ Was reincarnated

Home Region _____



Adventure Record#

596 CY
ADVENTURE
LEVEL OF
PLAY
(CIRCLE ONE)

APL 8

max 1,125 xp; 1,300 gp

APL 10

max 1,350 xp; 2,300 gp

APL 12

max 1,575 xp; 3,300 gp

APL 14

max 1,800 xp; 6,600 gp

APL 16

max 2,025 xp; 9,900 gp

Cross out any game effects this character does not gain.

☛ **Thanks of the Silverwood Centaurs:** This PC gains access (Frequency: Metaregional) to Large versions of all simple and martial weapons from the Player's Handbook, including masterwork versions.

☛ **Favor of Kirandal Trading House:** You may spend this favor to sell a single item for ¾ of its normal price (instead of the standard of ½) or to purchase a single item for 20% less than its normal price. Mark this Favor as USED when it is spent.

☛ **Tormented by the Destrachan:** This PC was captured by destrachan and tormented by them. This PC suffers a -2 penalty to Listen checks. Whenever a very loud noise occurs (all sonic attacks qualify), this PC must make a Will save (DC = APL this adventure was played at + 10) or be stunned for 1 round. Further noises do not require another save until 1 hour has passed. This is a form of insanity and can only be negated by spells or effects that specifically remove insanity.

☛ **Analepts of the Order of the Purple Plume.** In reward for recovery of the original Old Oeridian text, the Heironean Church of Gran March allows you to purchase a copy. PCs with the ability to read Old Oeridian can spend 2 TUs reading this text to gain a +1 sacred bonus to Will saves (+2 for worshippers of Heironeous). You must keep this text with you to keep the bonus active. Rituals described in the work can be used to commission the making of a *Helm of the Purple Plume* (relic from *Complete Divine*) for its full price (plus the undertaking of a special mission; contact Michael Moore, Sheldomar Valley MR Coordinator, at duke.rael@earthlink.net for details). Price: 2,000 gp; Weight: 3 lbs.

☛ **Eyes of Arcane Sight:** Wearing this pair of spectacles allows the use of arcane sight, 1/day upon command, for a 5 minute duration. Moderate Divination; CL 5th; Prereq.: Craft Wondrous Item, arcane sight; Price: 5,400 gp.

☛ **Nihilon's Prayerbook:** This fragile, leather-bound book, worn from ages of pious use, contains hand-written prayers to various Flan and other deities of both good and evil. Many pages have been ripped out. Possession of this book grants access to the following spells: *Lords of Madness: invoke the cerulean sign*; *Spell Compendium: protection from positive energy, crawling darkness*. Price: 1,000 gp; Weight: 3 lbs.

☛ **Preserved Fire Beetle Gland:** This gland has been preserved with unguent of timelessness. It provides red glowing light in a 10 ft. radius for 1d6 x 52 TUs (DM rolls when the item is first purchased: ____). Price: 150 gp.

☛ **Staff of Delusion:** This staff looks like nothing more than an old branch off a tree. The command word for each ability is carved into the staff in a coded version of Ancient Suloise (DC 25 Decipher Script check to decode). This staff allows the use of the following spells: *Nystul's magic aura, hypnotic pattern, misdirection, phantasmal killer* (2 charges), *veil* (2 charges). Strong Illusion; CL 13th; Prerequisites: Craft Staff, Nystul's magic aura, hypnotic pattern, misdirection, phantasmal killer, veil; Price: 68,250 gp.

☛ **Planar Fork, Plane of Shadow:** This is a small tuning fork made of shadesteel from the Plane of Shadow, which looks like ordinary polished metal, but reflects objects with deeper contrasts. It resonates at D minor. This tuning fork is a focus for the spell *plane shift* and is keyed to the Plane of Shadow. Price: 300 gp.

ITEMS FOUND DURING THE ADVENTURE (Cross off all items NOT found)

APL 8 (all of the following):

- ☛ *Analepts of the Order of the Purple Plume* (Adventure; See Above; Limit 1)
- ☛ *Cerulean Sign Amulet +1 or +2* (Adventure; *Lords of Madness*)
- ☛ *Eyes of Arcane Sight* (Adventure; See Above; Limit 1)
- ☛ *Nihilon's Prayerbook* (Adventure; See Above; Limit 1)
- ☛ *Pearl of Power, 2nd Level Spell* (Adventure; *Dungeon Master's Guide*)
- ☛ *Preserved Fire Beetle Gland* (Adventure; See Above; Limit 1)
- ☛ *Ring of Swimming* (Adventure; *Dungeon Master's Guide*)
- ☛ *Staff of Delusion* (Adventure; See Above; Limit 1)
- ☛ *Unguent of Timelessness* (Adventure; *Dungeon Master's Guide*)

APL 10 (all of APL 8 plus the following):

- ☛ +1 *Ghost Touch Longsword* (Adventure; *Dungeon Master's Guide*)
- ☛ *Javelin of Lightning* (Adventure; *Dungeon Master's Guide*)

APL 12 (all of APLs 8, 10 plus the following):

- ☛ +1 *Aquatic Half Plate* (Adventure; *Arms & Equipment Guide*)
- ☛ +2 *Chain Shirt* (Adventure; *Dungeon Master's Guide*)
- ☛ *Ioun Stone, Pink and Green Sphere* (Adventure; *Dungeon Master's Guide*)
- ☛ *Pearl of Power, 3rd Level Spell* (Adventure; *Dungeon Master's Guide*)
- ☛ *Steadfast Boots* (Adventure; *Arms & Equipment Guide*)

APL 14 (all of APLs 8, 10, 12 plus the following):

- ☛ +1 *Bane (Gnome) Glaive* (Adventure; *Dungeon Master's Guide*)
- ☛ +1 *Keen Ghost Touch Longsword* (Adventure; *Dungeon Master's Guide*)
- ☛ +2 *Longspear* (Adventure; *Dungeon Master's Guide*)
- ☛ +3 *Chain Shirt* (Adventure; *Dungeon Master's Guide*)
- ☛ *Ioun Stone, Deep Red Sphere* (Adventure; *Dungeon Master's Guide*)
- ☛ *Pearl of Power, 4th Level Spell* (Adventure; *Dungeon Master's Guide*)
- ☛ *Planar Fork, Plane of Shadow* (Adventure; See Above; Limit 1)

APL 16 (all of APLs 8, 10, 12, 14 plus the following):

- ☛ +1 *Ghost Touch Full Plate* (Adventure; *Dungeon Master's Guide*)
- ☛ *Cloak of Charisma +6* (Adventure; *Dungeon Master's Guide*)
- ☛ *Ioun Stone, Pale Lavender Ellipsoid* (Adventure; *Dungeon Master's Guide*)
- ☛ *Metamagic Rod, Empower, Lesser* (Adventure; *Dungeon Master's Guide*)
- ☛ *Pearl of Power, 5th Level Spell* (Adventure; *Dungeon Master's Guide*)
- ☛ *Ring of Protection +4* (Adventure; *Dungeon Master's Guide*)

Lifestyle

- ☐ None
- ☐ Standard (12 gp x TU)
- ☐ Rich (50 gp x TU)
- ☐ Luxury (100 gp x TU)

Lifestyle Cost

Other Coin Spent

Total Coin Spent

Items Sold

Total Value of Sold Items

Add ½ this value to your gp value

Items Bought

Total Cost of Bought Items

Subtract this value from your gp value

GP

Starting GP

GP

GP Spent

GP

Subtotal

GP

GP Gained

GP

Subtotal

GP

GP Gained

GP

Subtotal

GP

GP Spent

GP

FINAL GP TOTAL

TU

Starting TU

I or 2 TU

TU Cost

TU

Added TU Costs

TU REMAINING

XP

Starting XP

XP

XP lost or spent

XP

Subtotal

XP

XP Gained

XP

FINAL XP TOTAL